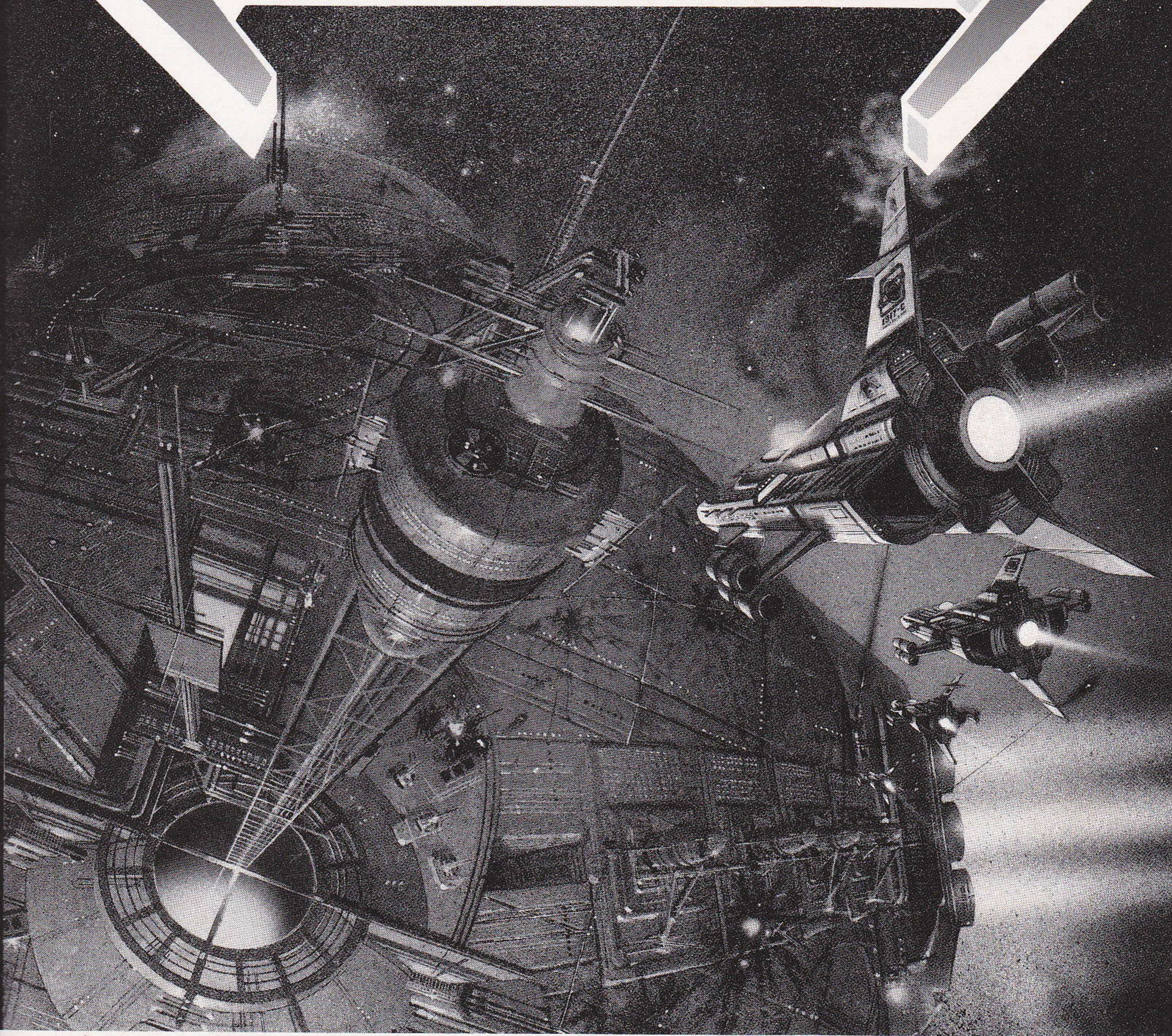


# HYBRIS



# MANUAL



# HYBRIS

## LOADING INSTRUCTIONS

AMIGA 1000: Turn on the computer. Boot with KickStart 1.2. When the WorkBench requester appears, insert HYBRIS in drive 0. Click on disk icon twice.

AMIGA 500, 2000: Insert HYBRIS in disk drive 0. Turn on the computer. The disk will boot automatically.

**NOTICE:** To prevent viral disk infection and also to take time to plug in the necessary equipment, turn off your machine before loading. To play HYBRIS, you will need a mouse (port 1) or a joystick (port 2). At any point during game play, you may insert the HYBRIS disk and press **CONTROL A A** (together) to automatically boot the game.

**TO START:** After the program has loaded, the title screen will appear. Choose your role as J.P. Maverick or as K. Lovett by using the mouse or joystick to select the appropriate option on the screen. Hitting the space bar brings up the Change Options mode, which allows you to change parameters controlling the level of difficulty of play. To continue, just hit the space bar again. The program will automatically switch into a demo mode, displaying the scoring system and high score table. Press the joystick or mouse button to begin play.

## DURING GAME PLAY:

**<RETURN>** Expands the ship into a new power configuration (NOTE: You may perform the same maneuver by moving the joystick in a tight, fast circle *without pressing fire* -- or, by pressing the right mouse button.)

**<SPACEBAR>** Smartbombs  
**P** Pause  
**P & ESC** Exit the game

**IMPORTANT: YOUR OBJECTIVE IS TO SEEK THE MISSING COLONY, FIGHTING YOUR WAY THROUGH INCREDIBLY CHALLENGING LEVELS. THE FOLLOWING PAGES CONTAIN TOP SECRET, STRATEGICAL HINTS TO MAKE YOUR TASK SOMEWHAT EASIER TO ACCOMPLISH. WE SUGGEST THAT YOU FIRST TRY THE GAME, AND THEN REFER TO THE INFORMATION IN THE MANUAL. GOOD LUCK!**



# INTERSTELLAR MEMORANDUM

CLASSIFICATION: PRIORITY ONE

To: Command Center Number 163, Planet Earth  
From: Space Station -- HYBRIS  
DATE: Time zone 18003426442, 2461 A.D.  
RE: Investigation of the earth colony on Planet Jurica

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## START MESSAGE

We have begun our scheduled orbit of Planet Jurica. All attempts at communication with the earth colony have yielded no results. Our long-range sensors detect many strange formations on the planet's surface. We suspect that hostile alien forces have invaded the planet, and we have prepared our scouting ships to investigate. Two pilots have been chosen for the first mission: J. P. Maverick and K. Lovett. Both are extremely well qualified and have explicit instructions to remain on the planet until they find the colony -- whatever the cost. Due to the great distance between Jurica and Earth, we will continue to forward transcripts of the communication between HYBRIS and the pilots.

## END MESSAGE



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**TOP SECRET**

**INTERSTELLAR TRANSMITTANCE RECORD**  
**SPACE STATION: HYBRIS**

**LOCATION: PLANET JURICA**

**STATUS: RED ALERT -- ALL AVAILABLE CREW TO FIGHTER STATIONS**

**DATE: 2461 A.D., 14:04.56**

**CLASSIFICATION: COMBAT COMMUNICATION WITH SCOUTING SHIP, WAVE 1**

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**HYBRIS: SPACE STATION HYBRIS TO SCOUTING SHIP. YOU HAVE CLEARED THE SPACE PORT SUCCESSFULLY AND SHOULD BE...RED ALERT! RED ALERT! HOSTILE ALIEN FORCES DIRECTLY IN FRONT OF YOU.**

**SS: AFFIRMATIVE. THE ALIENS ARE COMING IN FAST AND FURIOUS. SOME SEEM TO BE STRONGER THAN OTHERS. AS LONG AS I KEEP MOVING, I AM ABLE TO DESTROY MOST OF THEM. THE ONES ON THE PLANET SURFACE SEEM ESPECIALLY DEADLY. I'M TRAVELLING OVER SOME KIND OF DESERT, BUT THERE'S OBVIOUSLY PLENTY OF LIFE DOWN THERE.**

**HYBRIS: COMMUNICATIONS REPORT RECEIVED FROM ANOTHER SHIP. ACQUIRE EXTRA STRENGTH BY SHOOTING AND COLLECTING POWER CUBES. EACH CUBE HAS DIFFERENT EXPANDED FEATURES.**

**SS: AFFIRMATIVE. I HAVE UPGRADED THE SHIP'S CAPACITY. I CAN ACCESS THE EXTRA POWER BY MOVING MY CONTROL WITHOUT FIRING. I'M HIT! I'M HIT!**

**HYBRIS: SUBMIT DAMAGE REPORT.**

**SS: INTERESTING. THE STRENGTH OF THEIR ATTACK DEPENDS ON WHERE THE MISSILES STRIKE THE SHIP.**

**HYBRIS: REMEMBER, YOU HAVE THE CAPACITY TO CARRY ONLY THREE SMARTBOMBS. BETTER SAVE THEM FOR USE IN TIGHT SPOTS.**

**SS: I THINK I'M IN ONE NOW...**



## PRODUCT INFORMATION

Other Discovery Products Include:

|                | AMIGA   | IBM     | MAC     | C64     |
|----------------|---------|---------|---------|---------|
| ARKANOID       | \$29.95 |         | \$49.95 |         |
| ZOOM!          | \$29.95 | \$29.95 |         | \$29.95 |
| HYBRIS         | \$39.95 | \$39.95 |         |         |
| SWORD OF SODAN | \$49.95 | TBA     |         |         |
| SCEPTRE        |         |         | \$49.95 |         |
| GRABBIT        | \$29.95 |         |         |         |
| VIP            | \$49.95 |         |         |         |

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